

The
ELDER SCROLLS
ADVENTURES

VOLUME



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Technical Support

Thank you for purchasing Redguard™. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

Technical Support : 0171 368 2266
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In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor.
- Make & Model of your Sound Card and Video Card.
- Make & Model of your CD-ROM drive.
- Amount of RAM present.
- Any additional Hardware and Peripherals.
- Information contained in your Config.Sys & Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

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Playing the Game

Starting a New Game



When you play *Redguard* for the first time, the Introduction begins. Pay attention, even if you hate history lessons as much as Cyrus does. Stros M'kai is brimming with political intrigue and warring factions, and it pays to know who the players are. After this opening sequence, the game begins, rather appropriately, with a sword fight. On your feet, Redguard! Here be pirates!

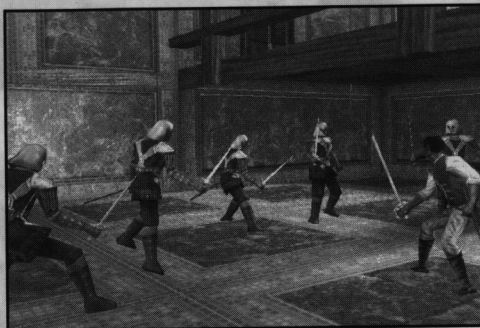
If you wish to skip ahead during the introduction, press *ESC*.

If you wish to start a new game after this, you must use the Main Menu. Press *ESC* to go to the Main Menu.

Controls Summary

ACTION	KEYBOARD	GAMEPAD
Forward	Up arrow	D-Pad up
Back	Down Arrow	D-Pad down
Left	Left Arrow	D-Pad left
Right	Right Arrow	D-Pad right
Activate/Attack	Ctrl	Button 1
View/Defend	Alt	Button 3
Walk/Run	Shift	Button 4
Jump	Space	Button 2
Quick Sword	S	
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Sword Fighting



The fine art of dueling! As Cyrus, you'll encounter all types of fiendish foes and master swordsman, so it's time to put your skills to the test. Remember, dueling is not about being aggressive or pushing the button as fast as you can, it's about timing and openings. If you attack at the wrong time, from the wrong location, you may give your opponent an opening to strike...and it may be one you'll pay for!

Maneuver into position, keep an eye on your opponent, and strike when the moment is right!

Maneuvering

Move around with the Direction pad or the keyboard. Use *Forward* and *Back* to position yourself, and *Left* or *Right* to turn and face the enemy. In Sword Fighting mode, Cyrus only advances or retreats a few steps at a time!

Sword Fighting Controls

ACTION	KEYBOARD	GAMEPAD
Forward	Up arrow	D-Pad up
Back	Down Arrow	D-Pad down
Left	Left Arrow	D-Pad left
Right	Right Arrow	D-Pad right
Attack	Ctrl	Button 1
Defend	Alt	Button 3
Run	Shift	Button 4
Jump	Space	Button 2

Running

Holding *Run* down while pressing *Forward* will allow Cyrus to run, either to engage a faraway enemy or to just plain retreat. While running, you can steer using *Left* or *Right*. Careful, though, as Cyrus is vulnerable to attack while running.

Jumping

Press the *Jump* button. It's not really that useful in a fight, unless you're trying to get on higher ground.

Attacking

There are several attacks you can perform as Cyrus; all are simple to perform, but they take a lot of experience to use effectively. Each has it's own speed and range. After a few duels, you'll soon recognize when each attack is appropriate.

Types of Attacks

ACTION	ATTACK TYPE	DESCRIPTION
Attack	Single Slash	Cyrus' basic attack. Used often to keep your opponent honest, or to take advantage of quick openings.
Attack, Attack	Double Slash	A quick double slash that can really harm an opponent. Be careful though, if you miss, you'll leave yourself open.
Attack, Attack, Attack	Triple Slash	If you can connect with all three of these, you're sure to do some serious damage. But, once you've committed to this many attacks in a row, you may be in trouble if your enemy is quicker.
Forward + Attack	Thrust	An excellent attack for keeping your opponent at bay. It takes more time than a slash, but its longer range makes it a powerful attack.
Forward, Forward + Attack	Lunge	This leaping attack is very popular and deadly among more experienced swordsmen. Its excellent range makes it a strong attack, while also allowing you to maintain a safe distance from the opponent. Sidestepping incoming lunges and counterattacking is an excellent defense.

Defending

With the *Defend* button, you can parry your opponent's attack. Time your defenses. Hitting the *Defend* button too soon or too late allows for an opening. Study your opponent's fighting-style. Alternately, you can learn to *Sidestep* oncoming attacks by pressing *Run* and *Left* or *Right*.

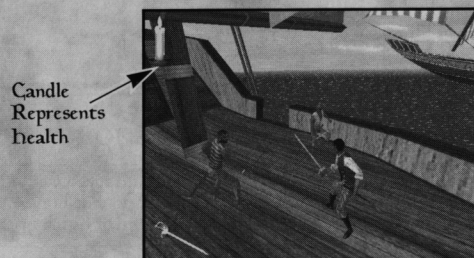
Sheathing your Sword

To sheath your sword, press and hold *Attack* and *Defend*.

You can also draw or sheath your sword at any time by pressing the *S* key. People don't like other people walking around with their swords drawn! However, when there's no other choice but to fight, the *S* key will take you back into Sword Fighting mode.

Taking Damage

Getting hurt is a bad thing. You might have noticed that icon in the upper left of the screen. This is how much damage you can take. The smaller the candle, the closer you are to going out like a light.



Dying

When you die, you'll be asked if you'd like to load your last saved game. If you choose NO, you'll be taken back to the Main Menu.

That's all there is to it. Once you're done waxing these pirates, you can begin exploring Stros M'kai. There'll be more sword fighting, we promise, and better swordsmen to face off with later in the game.

Exploring

It is time to find your sister. Here's how to get around town and the rest of Stros M'kai.



Looking Around

By holding *View* in conjunction with *Forward*, *Back*, *Left*, and *Right*, you can spin the camera to look around while Cyrus remains stationary.

Moving Around

In Exploring mode, you run by default. *Forward* makes you run straight ahead. Turn with *Left* and *Right*. *Back* makes you step carefully, well, *back*.

Walking and Sidestepping

Holding *Walk* while moving *Forward* allows you to walk straight ahead in a safe and orderly manner. Cyrus will not fall off edges while walking, so you can sometimes use this for lining up jumps and such. You can also step left or right by holding *Walk* and pressing *Left* or *Right*.

Jumping

Press *Jump* for a short standing hop. Pressing *Forward* and *Jump* will make Cyrus jump from his position. Tapping *Jump* while running allows you to cross longer distances. Careful with this one. If there is a suitable edge nearby when Cyrus jumps, he will automatically grab it.

Hanging Around

If Cyrus grabs an edge, he can hang from it. Holding *Left* or *Right* will make him *Shimmy* along the edge. Pressing *Forward* will make him climb up onto the next level. Tap *Back* and you let go of the edge.

Exploring Controls

ACTION	KEYBOARD	GAMEPAD
Forward	Up arrow	D-Pad up
Back	Down Arrow	D-Pad down
Left	Left Arrow	D-Pad left
Right	Right Arrow	D-Pad right
Activate	Ctrl	Button 1
View	Alt	Button 3
Walk	Shift	Button 4
Jump	Space	Button 2

Swinging Around on Ropes

If Cyrus *Jumps* toward a rope, he will automatically grab it. *Forward* and *Back* allows you to climb up and down the rope, while *Left* and *Right* will make the rope swing. Tapping *Jump* at any time will make Cyrus let go of the rope. If you do this while the rope is really moving, you can catch some serious hang time.

Swimming

If Cyrus falls into the water, he can swim on the surface, moving *Forward* and *Back* and turning *Left* or *Right*. If you fall in the water while in Sword Fighting mode, you automatically sheathe your sword and everybody laughs at you.

Taking Damage

Plenty of things can damage you while you're exploring. Falling, for instance. Or fireballs. Or sharks. The candle in the upper left represents just how much damage you can take. If Cyrus dies, you'll be asked if you'd like to load your last saved game. If you choose NO, you'll be taken back to the **Main Menu**.

After you step onto the docks, the rest of the game is pretty much up to you. Resist the temptation to run out of the city gates and explore the island. Or not. Exploration is a *good* thing, and you'll do a lot of it before you find Iszara. Let us suggest that you find Tobias first, since he may be able to give you the lay of the land.

Now where did he say he'd be?

You better check the letter he sent you again. And learn how to use stuff in general.

Using Items & Inventory

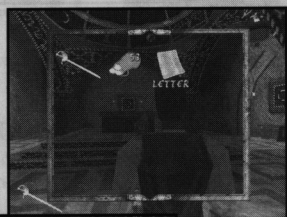


For sake of clarity, anything that is in your Inventory or that you can pick up and place in your Inventory is an *Item*. Anything outside of your Inventory, but that you can use, look at, pull or twist, or otherwise manipulate is a *Thing*. Over on the lower left hand side of the screen is the **Action Message/ Active Item** icon. An Action Message is a text display describing a particular action that you can do, like "Open the Door," or "Put Lich Dust into the Yellow Potion." These show up in different cir-

cumstances (see below). An Active Item icon represents an Item from your Inventory that you have currently selected. Pressing the Activate button will make Cyrus use the Item represented by the Active Item icon. For example, if you have a potion as your Active Item and you press the Activate button, Cyrus will take it out and drink it.

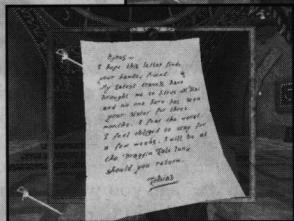
Selecting Items/ Inventory

You can scroll through the Active Item icons by using < and >. Alternately, you can hit the I key, which will bring up an Inventory menu. Every Item you have picked up is here in the menu. From the Inventory menu, you can Examine Items or select them as your Active Item.



Examining Items

Pressing *View* from the inventory screen will allow you to Examine your Active Item. Use the direction keys to rotate the item, and Jump and Walk to move it. Look at everything you pick up, because its usefulness might not be readily apparent until you do. Cyrus has something to say about everything, too, so listen up.



Examining Things

When you can Examine something in the world, an Action Message will display in the bottom left corner of the screen. Pressing the *Activate* button will allow you to Examine the Thing in question, whether it be a book, a sign, or whatever.

Using Items/ Picking Up Items

As we mentioned above, pressing the *Activate* button will allow you to Use your Active Item. Certain things cannot be Used in and of themselves, but must be selected as your Active Item for an Action Message to appear. See Using Items with Things, below. If there is an Item about that Cyrus can pick up, then an Action Message will appear alerting you to this fact. Pressing the Activate button while such a message is displayed will allow you to pick up that Item and place it in your Inventory.



Using Things

If Cyrus can manipulate a Thing in the world in some way an Action Message will display when he is close enough. Pressing the *Activate* button will set off the Action. Using switches, opening doors, pulling levers, and numerous other Things fit into the category of an Action. Again, a Thing might not display an Action Message if you don't have a particular Active Item selected.



Using Items *with* Things

Certain Items can be Used with certain Things. Action Messages will appear if a selected Active Item can be Used with a certain Thing. For example, being close to a door while having an iron key selected as your Active Item will set off the Action Message, "Put Key in Lock." Pressing the *Activate* button will set off the Action displayed. Many Items are Used with Things during the course of the game.

Having your Sword as your Active Item

Pressing the *Activate* button while you have your sword as your Active Item will make Cyrus draw his sword. Holding *Attack* and *Defend* at the same time will make him put it back in its scabbard. Using the *S* key allows you to quickly pull out or sheath your sword, even if it's not selected as your Active Item.

Talking to People

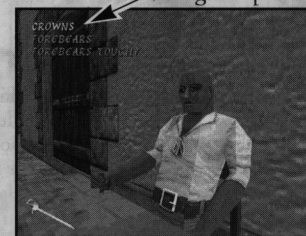
Okay, so now you know how to find and examine Tobias' letter. It's one of the Items you start the game with. Find out where he's at so you can go there and hear what he has to say about Iszara's disappearance. On your way, you might want to meet some of the fine citizens of Stros M'kai. An Action Message will appear when you are close enough to somebody to initiate a conversation, as in "Talk to Man" or "Talk to Siona." Pressing *Activate* will start **Dialogue**.



Action Message
Dialogue Topics

Choosing a Dialogue Topic

A list of Topics will appear whenever you are engaged in a Dialogue. Moving *Forward* and *Back* will highlight the Topic you want to talk about, while *Activate* will bring the Topic up. Listen and learn. Eventually you will get back to the Topic list. When a Topic has been exhausted it will turn a dull color, telling you so. Sometimes, a Topic will bring up a sublist of new Topics, or add another Topic to the main list itself. Choosing **Bye** will end Dialogue from any Topic list.



Reminder: Sometimes you will learn information, or have an Item now in your possession, that can bring up new Topics with people you have talked to before. If this is the case, a new Action or Topic will appear on the list when you talk to them again.

Reviewing an Old Topic

You can review an older Topic again by Activating it from the Topic list. Hitting *WALK* button (*shift*) while someone is talking allows you to skip that part of the Topic, so you can get to whatever part you missed or want to hear again. Actually, you can also skip through a Topic you've never talked about, if you're really in a rush.

Giving an Item to/ Buying an Item from Somebody through Dialogue

Sometimes you can give to or buy Items from a person during Dialogue. Such an Action will show up in the Topic list, rather than at the bottom left of the screen. Choosing the Action in this case is just like choosing a Topic. Note that you do *not* need to have selected these Items beforehand as your Active Item. If you can give something to somebody, it will show up on the Topic list.

Special Cases in Dialogue

There are times in Dialogue when you cannot go immediately back to the main Topic list. Say, when a conversation turns sour or when you are asked a question. You have to play out these Dialogues until the situation resolves itself.

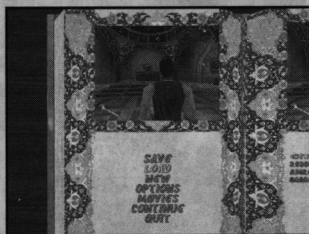
Storyline and Helpful Hints

Sooner or later you're going to stumble onto the storyline. Don't worry about time limits or a strict linearity in *Redguard*, though. While there are events that you have to trigger for new areas and situations to present themselves, the story evolves at the pace of your play.

You might've noticed that in the Tavern you can take a beating and not worry too much about dying. Use the ruffians there as (really nasty) sparring partners, either to take out your frustrations or just to get in some practice with your sword fighting skills.

Losing your focus? Can't quite make heads or tails of a situation? Troubles in general? Tell 'em to the bartender.

Main Menu



Hitting *ESC* during the game pulls up the Main Menu, where you can load saved games, adjust your Controls, replay Movies, etc. *Forward* and *Back* scrolls through the menu options. Select an option and press *Activate* to go to the appropriate menu. Hitting *ESC* from any menu will take you back to the previous menu. Hitting *ESC* from the Main Menu returns you to the game.

If you exit the game from the Main Menu list, your current game is saved automatically, unless Cyrus is dead. This is called your **Autosave Game**. The next time you play the game, you will start at the location of your last **Autosave Game** where Cyrus is alive, or your last saved game, whichever is more recent.

Save Game

This takes you to the Save Game page. Choose an open slot and type in the name of your saved game. You can write over older saved games if you want.

Load Game

From here you can Load a previously saved game. Choose the game you want to Load and hit *Activate*.

New Game

This starts a New Game. To fast forward through the Introduction, hit *ESC* several times.

Options

This takes you to the Options page, where you can set your screen size, resolution, volume levels, etc. Pick an Option from those listed to modify the appropriate settings.

Display

From Display you can modify **Screen Resolution**, **Screen Size**, **Gamma Settings**, **Subtitles**, and **Movie**.

Screen Resolution: *Redguard* runs in either 640X480, 320X400, or 320X200. Of course, lower resolutions give you better game performance, but at the expense of detail. Default Screen Resolution is 640X480. If you are running the 3Dfx version, 640x480 is the only option.

Screen Size: Highlight the slider bar and press *Left* or *Right* to adjust the display area of the game screen. Smaller screen sizes result in slightly faster game performance. Default Screen Size is full screen.

Gamma Settings: Highlight the slider bar and press *Left* or *Right* to raise or lower your Gamma Settings. This makes the screen brighter or darker.

Subtitles: This will toggle the subtitles on/off during in-game cutscenes and Dialogue. This will not turn off the Dialogue Topic lists. Default Subtitles are off.

Movie Interlace: This will make your movies to play on *every other line* of the screen, or *every line* of the screen. It defaults to ON, which is every other line.

Sound

From Sound, you can modify or toggle **Sound F/X Volume**, **Music Volume**, and **Speech**.

Sound F/X Volume: Highlight the slider bar and press *Left* or *Right* to raise or lower the volume of the music.

Music Volume: Highlight the slider bar and press *Left* or *Right* to raise or lower the volume of the music.

Speech: This will toggle speech on/off. If you turn it off, it's best to turn the Subtitles on, unless you're really into art movies or something. Default speech is on.

Controls

Many of the keyboard or gamepad controls can be changed in this menu. Select a game control. It will be reassigned to whatever key or button you press next. You cannot map the same key or button to two different game controls.

Back to Main

This takes you back to the Main Menu.

Movies

You can replay any Movies you have seen from here, including the Introduction. Highlight the Movie name and press *Activate* to watch it. The Movie will play again in its entirety, though you can fast forward through it using *ESC*.

Continue

Allows you to resume the game you are currently playing.

Quit

Ends the game, taking you back to your Windows desktop. Note that this triggers the **Autosave Game**, unless Cyrus is dead. When you relaunch *Redguard*, you start at the location of the last **Autosave Game** you have where Cyrus is alive, or your last saved game, whichever is more recent.